

I CLAIM:

1. A gaming machine having a display means and a game control means arranged to control images of symbols displayed on the display means, the game control means
5 being arranged to play a game wherein at least one random event is caused to be displayed on the display means and, if a predefined winning event occurs, the machine awards a prize, wherein the game includes a bonus feature which, when triggered, results in the display of a plurality of devices, each of which animates to reveal a number, a prize awarded being a product of the numbers displayed by the devices.
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2. The gaming machine of claim 1 in which the bonus feature forms part of a composite feature.
3. The gaming machine of claim 2 in which the composite feature and, hence, the
15 opportunity to participate in the bonus feature, is automatically triggered.
4. The gaming machine of claim 2 in which a player has to wager an additional amount, over and above a standard game wager, in order to be eligible for the composite feature and, hence, the opportunity to participate in the bonus feature.
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5. The gaming machine of claim 2 in which the composite feature is triggered independently of the base game.
6. The gaming machine of claim 2 in which the control means makes a random
25 determination as to whether or not the composite feature is to be triggered.
7. The gaming machine of claim 1 in which, when the bonus feature is triggered, the base game is replaced by a second screen display.
- 30 8. The gaming machine of claim 7 in which, when the bonus feature is triggered, a character appears in the second screen display.
9. The gaming machine of claim 8 in which the devices of the bonus feature are dice and the character animates to perform a routine simulating the shaking of a

plurality of dice in the character's hand followed by a simulation of throwing of the dice.

10. The gaming machine of claim 9 in which, to create a heightened sense of
5 anticipation, the dice are thrown one after the other.

11. The gaming machine of claim 9 in which the prize awarded is the product of the numbers on the visible faces of the dice.

10 12. The gaming machine of claim 11 in which, if the numbers on the visible faces of at least two of the dice are the same, the prize awarded is multiplied by a predetermined first multiple.

13. The gaming machine of claim 12 in which, if the numbers on the visible faces of
15 all of the dice are the same, the prize awarded is multiplied by a second multiple greater than the first multiple.

14. The gaming machine of claim 1 in which the prize awarded is multiplied by a number of lines bet and a bet per line.

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15. A game to be played on a game playing apparatus, the game playing apparatus having a display means and a game control means arranged to control images displayed on the display means, the game including a bonus feature which, when triggered, results in the display of a plurality of devices, each of which animates to reveal a number, a
25 prize awarded being a product of the numbers displayed by the devices.

16. The game of claim 15 in which the bonus feature forms part of a composite, feature.

30 17. The game of claim 16 in which the composite feature and, hence, the opportunity to participate in the bonus feature, is automatically triggered.

18. The game of claim 16 in which a player has to wager an additional amount, over and above a standard game wager, in order to be eligible for the composite feature and, hence, the opportunity to participate in the bonus feature.

5 19. The game of claim 16 in which the composite feature is triggered independently of the base game.

20. The game of claim 16 in which the control means makes a random determination as to whether or not the composite feature is to be triggered.

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21. The game of claim 15 in which, when the bonus feature is triggered, the base game is replaced by a second screen display.

22. The game of claim 21 in which, when the bonus feature is triggered, a character
15 appears in the second screen display.

23. The game of claim 22 in which the devices of the bonus feature are dice and the character animates to perform a routine simulating the shaking of a plurality of dice, in the character's hand followed by a simulation of throwing of the dice.

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24. The game of claim 23 in which, to create a heightened sense of anticipation, the dice are thrown one after the other.

25. The game of claim 23 in which the prize awarded is the product of the numbers
25 on the visible faces of the dice.

26. The game of claim 25 in which, if the numbers on the visible faces of at least two of the dice are the same, the prize awarded is multiplied by a predetermined first multiple.

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27. The game of claim 26 in which, if the numbers on the visible faces of all of the dice are the same, the prize awarded is multiplied by a second multiple greater than the first multiple.

28. The game of claim 15 in which the prize awarded is multiplied by a number of lines bet and a bet per line.

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